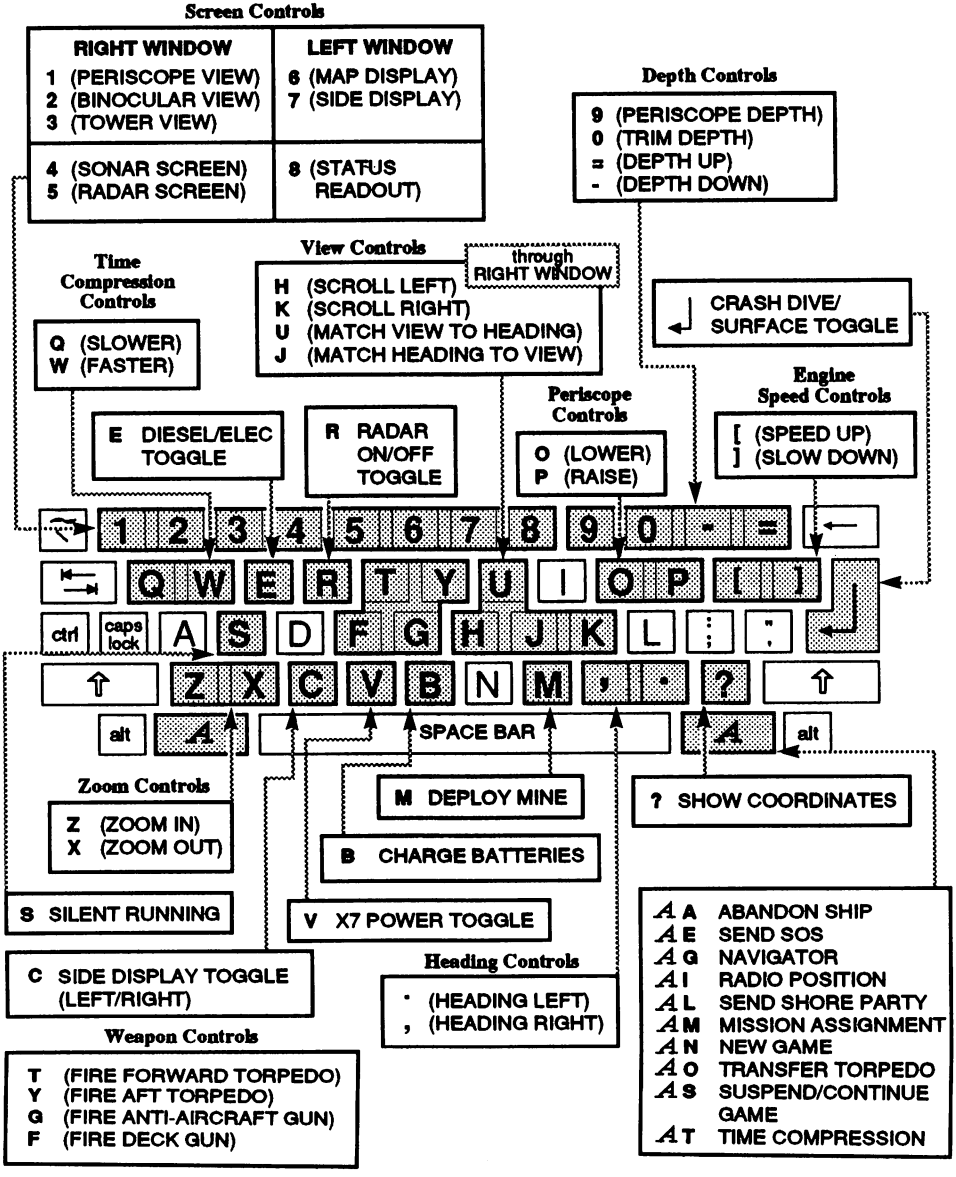
EPYX

SUB BATTLE SIMULATOR™

For the Commodore Amiga™

Keyboard Commands (a quick reference)



Level of Play (degree of difficulty)

There are four levels available to allow for an increasing degree of difficulty.

You'll note that these are in ascending order of difficulty where certain advantages are removed in higher levels, while certain disadvantages are added.

Description	1	2	3	4	
enemy convoys shown on maps	✓				Functions Enabled by Level
Torpedo range maximized	✓				
Damage to sub in single steps	✓				
periscope toggles up/down	✓	✓			
enemy ships shown on maps	✓	✓			
Airplanes shown on maps	✓	✓			
Torpedo shown on maps	✓	✓			
Shore Party destination on maps	✓	✓	✓	✓	
Weather Effects active		✓	✓	✓	
enhanced ability of Airplanes		✓	✓	✓	
Airplanes drop Depth Charges		✓	✓	✓	
Sea State Effects active			✓	✓	
periscope increments in feet			✓	✓	
reload Deck Gun & Torpedos (secs.)	15	17	19	21	Misc
Torpedo range comparison	2x	1.6x	1.3x	1x	
'Days on Station' accuracy	±2°	±2°	±1°	±1°	
Crash Dive time required	25	50	75	100	% of NORMAL
bombing accuracy of Airplanes	25	50	75	100	
Dud Munitions	25	50	75	100	
degree of Damage sustained	25	50	75	100	
Damage repair times	30	60	90	100	
enemy Ramming intensity	70	80	90	100	
overall Ability of Enemy	70	80	90	100	

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